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IN THE SPECIFICATION:

Please amend the paragraph spanning line 28 on page 9 – line 10 on page 10, as follows:

Figure 1C shows an illustrative hardware implementation of the pixel processor portion 1504, in accordance with one exemplary embodiment. As shown, included is a shader module 1516 coupled to the rasterizer 1502, a texture fetch module 1518, and a combiner 1525 coupled to form a portion of the hardware graphics pipeline 1406. For reasons that will soon become apparent, a feedback loop 1519 is coupled between an output of the shader module 1516 and an input thereof. It should be noted that the rasterizer 1502 operates in a manner as set forth during reference to Figure 1C. While the combiner 1525 may be implemented in any desired manner, one exemplary implementation is disclosed in a co-pending application issued under U.S. Patent No.: 6,333,744 and entitled "IMPROVED GRAPHICS PIPELINE INCLUDING COMBINER STAGES" filed 03/2[0]2/99 naming David B. Kirk, Matthew Papakipos, Shaun Ho, Walter Donovan, and Curtis Priem as inventors, and which is incorporated herein by reference in its entirety.

Please amend the paragraph spanning lines 12-18 on page 11, as follows:

Next, a solution to a partial differential equation is calculated in operation 204 utilizing a relaxation operation involving the boundary conditions and the ~~discrete~~discrete grid of values representing the state of the equation. As an option, such relaxation operation may be selected based on the partial differential equation. In the context of the present description, a relaxation operation may include the filtering or smoothing of grid values. More information regarding an exemplary relaxation operation will be set forth during reference to Figures 4 - 6.

Please amend the paragraph spanning line 27 on page 15 – line 2 on page 16, as follows:

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More information regarding such neighbor sampling may be found with reference to an application filed coincidently herewith naming inventors Greg Edward James and Matthias Wloka under the title: "SYSTEM AND METHOD FOR CREATING A VECTOR MAP IN A HARDWARE GRAPHICS PIPELINE" and ~~docket number~~ application serial number 10/099,770, which is incorporated herein by reference in its entirety.

Please amend the paragraph spanning lines 10-19 on page 16, as follows:

As shown in Figure 6, each rendered pixel 602 samples a local area 604 of texels 606. This local area 604 is processed according to a relaxation operation to yield a 'relaxed' value which is written to the destination. The nature of the relaxation operation may be governed by the formulation of the partial differential equation being solved. A specific example of this will be given hereinafter. Carried out for every pixel of the ~~discrete~~discrete grid representing the state of the equation, the calculation 600 of Figure 6 constitutes one relaxation step 407 as shown in Figure 4. By carrying out many of these relaxation operations, supplying each relaxed grid as input to the subsequent relaxation step via the feedback 605, the grid of values may converge to the solution of the partial differential equation.